

# CREATIVES & COPYRIGHTS

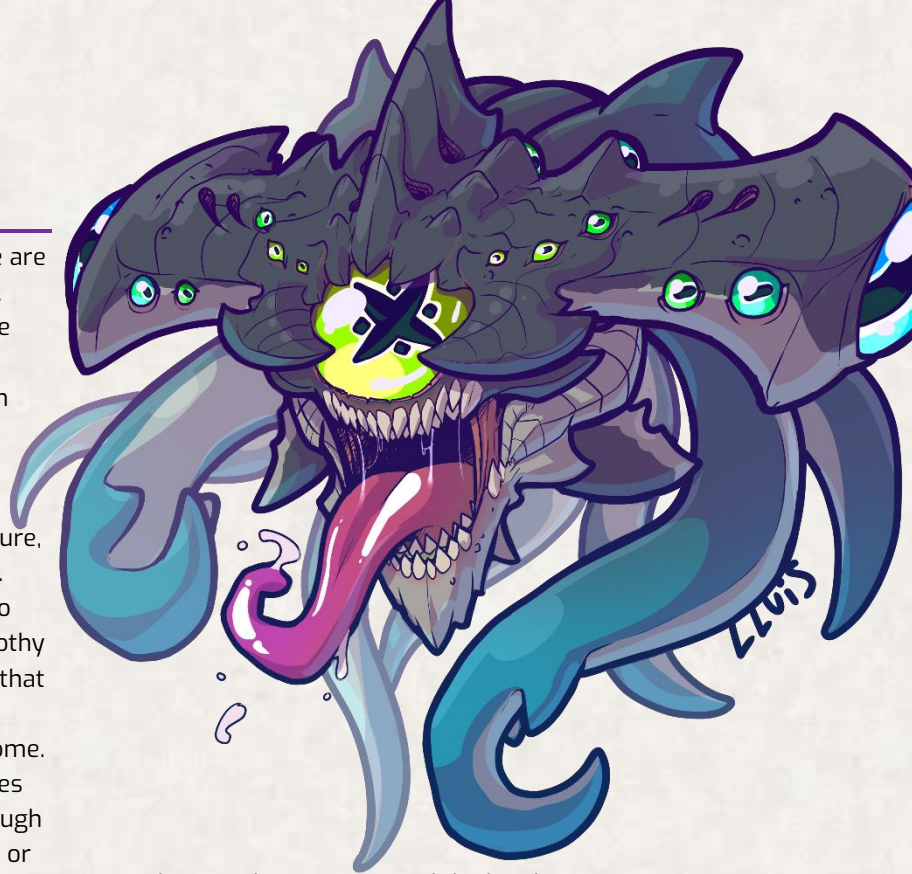
## EYEBYSSAL

Rent corpses, gnashing teeth, oceans of blood, these are the key ingredients to make these horrific monsters. Eyebyssal are not created from living matter and are instead forceful amalgamations of whatever ocean-dwelling mass can be found. The violence inherent in many of these deaths congeals into a spark of evil energy, pulling the torn bodies together in a flash, birthing a new eyebyssal.

**Wholly Unique.** Each eyebyssal is a distinct creature, sharing only a passing resemblance to their cousins. They generally feature six to twelve tentacles, one to three large eyes, a series of smaller eyes, a large toothy maw, and a necromantic magical aura. The animals that fulfill these parts are always different and rarely translate directly into the part of the body they become. They need not even be built from sea-faring creatures alone, any corpse thrown into the ocean will do. Though it is rare, some eyebyssals have human appendages or faces mixed in and even rarer versions sometimes have dragons and demons as part of their whole. Regardless of their original composition, their ideals and desires are generally the same, chaos, carnage, and children.

**Born of Blood.** Eyebyssals are created when blood and violence reach a critical mass within a singular space, something that rarely happens naturally but becomes somewhat common when intelligent species begin exploitative fishing tactics. As soon as they are created, they are fully aware of themselves and the world around them, having one overarching goal, to create more of their kind. They will immediately set off to the nearest collection of living things, rip them asunder, and collect the corpses in a small pile nearby. It will continue this process as many times as it takes in order to build up enough evil energy to spawn another eyebyssal. This process is not an easy one, not only because some creatures fight back, but because the amount of violence within an area must reach an intense threshold within a small window of time to be effective. This birthing ritual fails more often than it succeeds and sometimes several piles of torn bodies can be found by underwater explorers, clearly marking the eyebyssal's territory.

**Mind the Mindless.** All eyebyssal are created as nearly mindless forces of death, desiring only to eat and make more of themselves. With each new successful birth, the creator eyebyssal gains more and more control over themselves, eventually becoming sapient and, on rare occasion, even hyper intelligent.



This is a slow process and the line between craven beast and cunning strategist is never clear. After a time, the older eyebyssal will begin commanding their offshoots, sending them further and further out in order to create an army of themselves. Their end goal is always the same, to replace all life on a given plane with their own. To this end, they may begin to act upon the outside world using more dangerous tools than their teeth, such as politics and religion. By the time a nation realizes it was being manipulated by an eyebyssal, it is likely too late to save them.

**Under the Sea.** Though eyebyssals are born in the ocean, they are not bound to it. They have little issue moving outside of the water and even into the far reaches of space. They prefer the ocean, as it is where they are most comfortable, but many can spend years outside of the ocean before ever needing to return to rest. The only thing that is not possible for them outside of the sea is the birthing of new eyebyssal, something that frustrates them greatly. The most cunning among them will use their power and influence to raise the water levels of a world, eventually resulting in the entire planet becoming one giant breeding ground.

**Lairless.** Eyebyssals do not typically have lairs, though they may take residence in the lair of another creature. They enjoy moving from one place to another and consider hiding in a single location to be antithetical to their quest for constant carnage.

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# CREATIVES & COPYRIGHTS

## RAZE BEAST

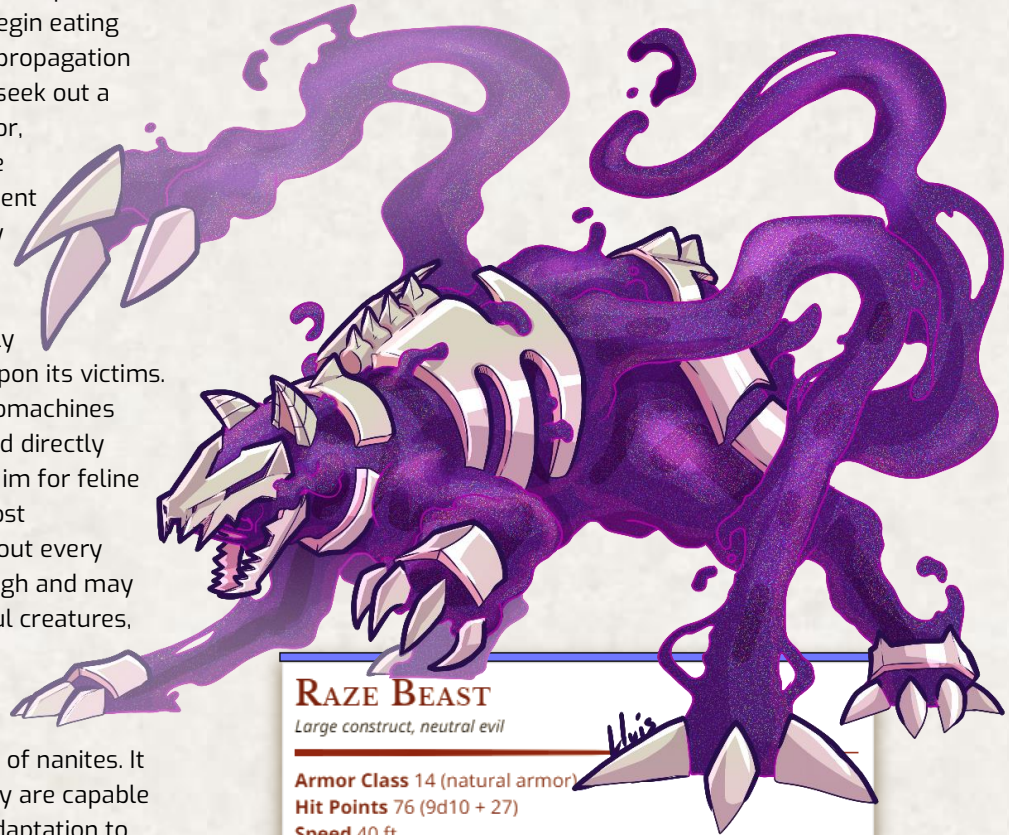
A single drop breaking through from another time is all it takes. Once the grey mechanical slime is in a world, there is no getting rid of it. The goo is not without thought though, it knows that simple consumption is not an end goal, as it would eventually begin eating itself. Instead, it strives equilibrium, self-propagation without overreaching. To this end, it will seek out a frame, preferably the corpse of a predator, consuming the flesh and augmenting the bones, filling in the gaps to become efficient hunter. From then on, survival is its only goal, consuming whatever organic material it can come across in order to sustain its energy needs. It is not evil, only hungry, but the distinction is often lost upon its victims.

**Frame Conversion.** The body the nanomachines decide to take over is quite important, and directly impacts how it hunts. Most often, it will aim for feline creatures, as they have proven to be the most ubiquitous and efficient hunters throughout every plane. It is not only tied to this form though and may choose to overtake more or less powerful creatures, always keeping the skeletal structure mostly intact, with some reinforcing enhancements. and consuming the rest of the soft tissue to replace with an ooze of nanites. It tends to avoid humanoids, as though they are capable hunters, the form itself requires much adaptation to compare to the abilities of even humble boars and birds.

**Life Energy.** Raze beasts are simple creatures and, even though they are made of high technology, are rarely more complex in behavior and needs than their animal counterparts. They can adapt and move in ways typical creatures can't but do not possess incredible intelligence or strategic cunning higher than the creature's form they take. They exist only to continue their existence, feeding upon organic material, converting it to energy or more nanites, and then seeking out another target to feast upon. When eating, the nanite slime will envelop a creature, pulling it slowly into its body and consuming it particle by particle.

Though it is not incredibly smart, it still has an understanding of conservation about it. Without organic material to consume, it will eventually "starve" itself. Because of this, it will rarely take more than it needs to survive and will not spread beyond itself, knowing how

its unchecked ability to replicate would eventually consume the entire planet. When it does choose to reproduce, it is typically an act of desperation. If truly slain, any remaining blobs of nanites will seek a new host, becoming a fully capable raze beast within a matter of days. Experienced adventurers know, the only way to truly kill a raze beast, is to eradicate everything within at least 100 feet of where it was slain.



### RAZE BEAST

Large construct, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	11 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** can understand all but cannot speak

**Challenge** 3 (700 XP)

**Mana Conversion.** If the raze beast must make a saving throw against a magical spell or effect to take half damage on a successful save, it instead takes half damage on a failed save and no damage on a successful one. If its saving throw roll is a 20, it is instead healed hit points equal to the damage it would have taken.

**Unstable Form.** The raze beast can bend its body in strange ways to occupy and attack from any unoccupied space that is within 5 feet of it, forcing attack rolls against it to be made with disadvantage. If it is hit with an attack, has 0 hit points, is incapacitated, or there are no unoccupied spaces within 5 feet of it, this ability does not work until the start of its next turn, or the hindering effect is removed.

### ACTIONS

**Multiattack.** The raze beast makes two attacks with its whip claws.

**Whip Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

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# SLIME TETRAHEDRON

Creating stable portals that bend time and space is no small matter and can sometimes come with great risks. A misaligned rune or slurred arcane word will typically let the portal establish itself but will set in motion a later catastrophic failure. The unstable portal will begin to warble, gathering bits of mass from the surrounding

## SLIME TETRAHEDRON

Large ooze, unaligned

**Armor Class** 7 (natural armor)

**Hit Points** 94 (9d10 + 45)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	2 (-4)	21 (+5)	1 (-5)	6 (-2)	1 (-5)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 90 ft. (blind beyond this radius) passive Perception 8

**Languages** -

**Challenge** 2 (450 XP)

**Slime Polyhedral.** The slime tetrahedron fills its whole space and can enter another creature's space or have its own space entered. If a creature enters the slime tetrahedron's space, it is subjected to its Consume, making the saving throw with disadvantage. A creature inside the slime tetrahedron is obscured and is only visible as a shadow; they also have full cover.

A creature within 5 feet of the slime tetrahedron can pull another creature or object out of the shape with a successful Strength check (DC 13). Any creature attempting this takes 9 (2d8) cold damage (the damage type may change based on the location of the portal within the tetrahedron). The tetrahedron can hold one Large sized creature or up to four Medium sized creatures. If the tetrahedron is already holding the maximum capacity of creatures and it consumes another, one of the previous creatures is ejected into the nearest unoccupied space, starting with the largest creature it has consumed.

**Vacuum (Recharge 5-6).** As a bonus action, the tetrahedron can begin pulling in things around it until the start of its next turn. Medium sized or smaller creatures who come within 10 feet of the tetrahedron, or who end their turn there, must succeed on a Strength saving throw (DC 13) or be pulled into it and subjected to its Consume attack.

### ACTIONS

**Mass Ejection.** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage. If the slime tetrahedron has any weapons or ammunition inside of it, it can throw these items out instead, using their damage dice and type for the attack.

**Consume.** If the slime tetrahedron enters a creature's space, the creature must make a Dexterity saving throw (DC 13). On a success, the creature can choose to be pushed up to 5 feet back or on the side of the tetrahedron. On a failed save, the tetrahedron enters the creature's space, the creature takes 9 (2d8) cold damage and is pulled inside the slime. Creature's inside the slime can't breathe, are restrained, and take 22 (5d8) cold damage at the start of each of the tetrahedron's turns. The consumed creature moves with the slime tetrahedron.

Consumed creatures can use their action to attempt to escape, succeeding with a successful Strength check (DC 13) and appearing in an unoccupied space within 5 feet of the tetrahedron.

area like a vacuum and using that material to give itself some semblance of a form. Falling from its two-dimensional space, it collapses in on itself and becomes the most stable three-dimensional shape it can manage, usually a tetrahedron. From this stabilized place, it will begin to seek to fulfill its mission, to move things from one place to another. Where the things go does not matter, what things it "eats" does not matter, just that it continues to do the job it was made to do.

**Semi-Permeable.** The transformation from unstable portal to living creature gives the slime tetrahedron its unique properties. A slimy film is developed from the brimming energy within it mixing with the bits of mass it collects. The film causes it to move like many other slimes or oozes, crawling slowly along the ground until it reaches a thing it can or can't eat. As it crawls along, it leaves a small trail of this film in its wake, which can be quite valuable for magical potions and enchantments. This trail, combined with the arcane power needs of the portal itself, forces the slimy shape to replenish itself by consuming more matter, preferably organic. Its needs are not immense though and, so long as they don't move much, they can remain active for eons, subsisting entirely on bugs and dust. Some wizards will occasionally make these creatures on purpose, both to act as defense of their lairs and as a handy kind of garbage disposal.

**Belly of the Beast.** Creatures who are "eaten" are actually transported to whatever location the portal itself has settled on, which, given the vast emptiness of existence, is generally somewhere in the middle of space. If they die here, they can provide a much needed source of matter for the slime over a long time, slowly pulling away at their form in a way that is similar to digestion but only in an abstracted way. On occasion the destination of the portal inside them will change, forcing larger slime portals to find another source of organic material or risk eventual implosion.



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# JADE REMNANT

Jade remnants begin life as an unassuming grub, deep underground, feasting on small rocks and minerals. They have an innate sense that draws them towards jewels and gems and a voracious appetite for them. After consuming enough of these precious rocks, they will begin to metamorphose, spreading much of the rock they have consumed into their growing shell. After only a year or so after birth, they have become hulking creatures covered in hard carapaces and claws plated with the very gems they consumed. They are brimming with raw strength and latent arcane power, making them incredible allies and nearly unstoppable foes.

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**Remembrance.** These creatures have unique memory-altering abilities, brought on by the implementation of magical gems into their form. Their carapace is surprisingly reflective, particularly their claws and tail pincer, allowing many creatures to see themselves in the reflection while fighting this beast. However, the reflection that comes back to them is not the image of themselves as they are but often images of what has been or what could have been. Just staring at this creature forces many to face their past, seeing their younger selves at pivotal points or even catching glimpses of loved ones they have lost. The carapace may also show false memories, created universes that are indistinguishable from the real ones to the mind of the observer. A battle with a jade remnant is not just a fight against a beast, but a fight against yourself. Scrambled memories, impossible futures, painful pasts, all come to the surface and bewilder any creatures who may threaten the jade remnant.

**Possibly Peaceful.** Jade remnants are not inherently aggressive towards most living things but have no problem using violence to meet their goals. They have an appetite for precious gems, powerful magical items, and even sometimes creatures with intense arcane energy. It will do all it can to obtain and consume these items, including combatting any creatures it finds in possession of these things. The confused minds of explorers, mixed with the voracious and uncaring appetite of the jade remnant, rarely leaves survivors and so these creatures have developed quite a nasty reputation that may only be partially deserved. If a creature is able to keep their wits about them while encountering one of these monsters, they may be able to leave missing just a few stones and only lightly reliving past trauma.

## JADE REMNANT

*Large monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 35 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	7 (-2)	12 (+1)	12 (+1)

**Senses** darkvision 120 ft., tremorsense 90 ft. passive Perception 11

**Languages** telepathy 15 ft.

**Challenge** 5 (1800 XP)

**Remembered Reflection.** If a creature starts its turn within 45 feet of the jade remnant, and can see it, even for an instant, the creature must succeed on a Wisdom saving throw (DC 14) or be subjected to the false memories found within the carapace. Mesmerized creatures cannot take reactions and must roll a d12 to determine what they do on their turns. It can make the saving throw again at the end of each of its turns, ending the effect for itself and becoming immune to the effect for 24 hours on any successful save.

On a 1-3 the creature is overwhelmed with old memories and does nothing. On a 4-5 the creature forgets a random spell (GM's choice) that it had prepared and cannot cast it again until it finishes a long rest; non-spellcasters simply do nothing. On a 6-8 the creature becomes enraged and uses their action to attack the nearest creature with whatever they have available. On a 9-11 the creature becomes friendly to the jade remnant and follows their telepathic commands. On a 12, the creature forgets what they were doing and walks away in a random direction, it can then make the saving throw against the effect with advantage on this turn.

Unless a creature has been surprised, and is not already under the effects of the jade remnant, they can choose to look away from the creature at the start of their turn.

This ability and all additional effects end if the jade remnant is dead.

### ACTIONS

**Multiattack.** The jade remnant makes three attacks, with its tail or claws, in any combination.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) damage and 4 (1d8) force damage.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) piercing damage and 3 (1d6) force damage.

